

Amendments to the Claims:

1. (Currently Amended) A method of communicating messages with a plurality of client devices that include one or more wireless devices over a communication link, comprising:

determining a link latency associated with communicating a message with at least one wireless device by informing a client device with slowest link latency of a link latency of a next slowest client device and determining a delayed link latency that is based on the link latency of the next slowest client device;

~~designating a particular client device with a longest link latency among the plurality of client devices as a pacer participant for an ongoing chat session; and~~

adjusting transmission timing of chat messages to synchronize each client device, except for the pacer participant, based on said link latency, thereby synchronizing reception of each chat message at the plurality of client devices based on said link latency by transmitting a message from the client device with the slowest latency to other client devices with the delayed link latency, and displaying a chat message originated at the client with slowest latency after a delay that accounts for the delayed link latency.

2. (Original) The method of claim 1, wherein the link latency corresponds to a delay associated with communicating a message with at least one wireless device.

3. (Original) The method of claim 1, wherein the transmission timing of the chat messages is adjusted by delaying a chat message transmission in accordance with a time reference derived from the link latency.

4. (Previously Presented) The method of claim 1, wherein the transmission timing of the chat messages is delayed such that the chat messages arrive at the plurality of client devices within a particular time period.

5. (Original) The method of claim 1, wherein the link latency is determined using a low level network protocol.

6. (Canceled) ~~The method of claim 1, further including:~~

~~informing a client device with slowest link latency of a link latency of a next slowest client device;~~

~~transmitting a message from the client device with the slowest latency to other client devices with a delayed link latency that is based on the link latency of the next slowest client device; and~~

~~displaying a chat message originated at the client with slowest latency after a delay that accounts for the delayed link latency.~~

7. (Original) The method of claim 1, wherein said latency measurement is repeated over time.

8. (Currently Amended) A communication system that communicates chat messages with a plurality of client devices wireless device over a communication link, comprising:

a chat server that creates a chat room session for the plurality of client devices;

a wireless network that communicates messages addressed to at least one wireless device,

wherein a client device with slowest link latency is informed of a link latency of a next slowest client device, and

wherein the chat server determines a link latency associated with communicating a message with the at least one wireless device, and adjusts transmission timing of chat messages to synchronize each client device, except for a pacer participant with a longest link latency, based on said link latency, thereby synchronizing reception of each chat message at the plurality of client devices based on said link latency by transmitting a message originated from the client device with the slowest latency to other client devices with a delayed link latency that is based on the link latency of the next slowest client device.

9. (Original) The communication system of claim 8, wherein the link latency corresponds to a delay associated with communicating a message with at least one wireless device.

10. (Original) The communication system of claim 8, wherein the transmission timing of the chat messages is adjusted by delaying a chat message transmission in accordance with a time reference derived from the link latency.

11. (Previously Presented) The communication system of claim 8, wherein the transmission timing of the chat messages is delayed such that the chat messages arrive at the plurality of client devices within a particular time period.
12. (Original) The communication system of claim 8, wherein the link latency is determined using a low level network protocol.
13. (Canceled) ~~The communication system of claim 8, wherein a client device with the slowest link latency is informed of a link latency of a next slowest client device, wherein the chat server transmits a message originated from the client device with the slowest latency to other client devices with a delayed link latency that is based on the link latency of the next slowest client device.~~
14. (Previously Presented) The communication system of claim 8, wherein said latency measurement is repeated over time.